

SNS-ANJE-USA



**INSTRUCTION BOOKLET**



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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NBA basketball is one of the hottest sports on the planet! Now Konami brings all the excitement from center court to your living room. This home version takes the thrills of our smash arcade game and incorporates all of your favorite NBA teams, plus 2 All-Star teams. You can have up to four people battle through a normal season, the playoffs, and the finals, or just go head-to-head in an exhibition match.

Based on real NBA rules, GIVE 'N GO uses actual game and player data from the 94-95 season.

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**REALLY BASIC  
CONTROLS FOR MOST  
SELECTION SCREENS:**

- Control Pad: Select item
- A button: Set selection  
(Move to next screen)
- B button: Cancel (Return  
to previous screen)

# **RULES**

## **GAME START—THE TIP-OFF**

The referee will toss the ball up. You have to time your jump so that you hit the ball at the peak of the toss. Press A, B, or Y to make your player jump and knock the ball toward one of your teammates.

## **GAME LENGTH**

The game is made up of four quarters of two minutes each. If there is no winner at the end of the game, overtime periods of two minutes each are played until one team wins. The overtime periods are not sudden death. Game length can be changed on the Options screen.

## **COURT**

The far end of the court is Player 1's home end, and the near end is Player 2's home end. The teams change ends at half-time. However, when playing against the computer (in 1P mode, for example), your home end is normally the far end of the court.

## **SCORING**

Shots from inside of the three-point line score 2 points, and shots from outside score 3 points. Free throws score 1 point. (You are awarded free throws when your opponent commits certain fouls against you. Free throws are not in the Arcade mode.)

### **TIME OUT (NOT INCLUDED IN ARCADE MODE)**

When playing offense, you can call time out up to eight times during the game.

### **FOULS (NOT INCLUDED IN ARCADE MODE)**

These are based on NBA rules. (If a player fouls six times, he has to leave the court.)

## **CONNECTING THE CONTROLLER**

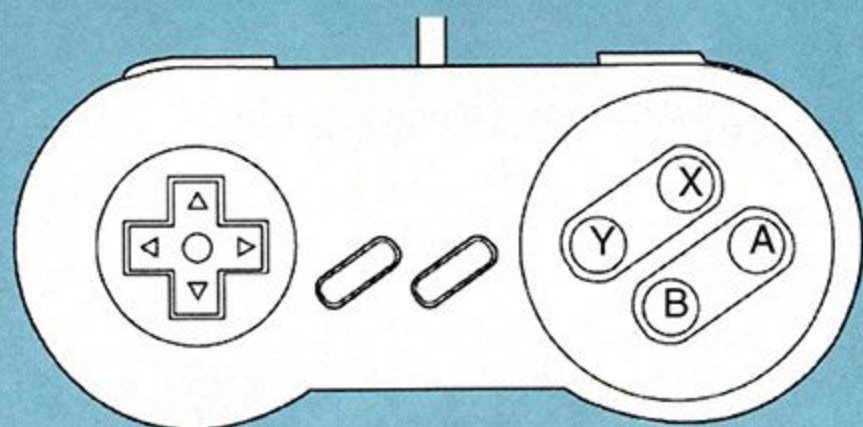
### **PLAYING WITH 1-2 PLAYERS**

Connect Controller 1 to Port 1 and Controller 2 to Port 2 of the Super NES®.

### **PLAYING WITH 3 OR MORE PLAYERS USING THE MULTI-TAP™**

Connect Controller 1 to Port 1 and the special Super NES Multi-Tap™ (sold separately) to Port 2 of the Super NES, then connect the other controllers to the Multi-Tap™ ports.

# PLAYER OPERATIONS



Player operations for the offensive team change depending on whether you are controlling your team alone or with a second player. Defensive teams player operations are always the same.

## WHEN CONTROLLING YOUR TEAM ALONE

	<u>Offensive team</u>	<u>Defensive team</u>
“+”	Dribble	Move
A	Select player to receive ball	Select player to control
B	Pass/Throw in	Rebound/Block shot
X	Alley-oop/Pass	
Y	Shoot	Steal/Intercept pass

## **WHEN CONTROLLING YOUR TEAM WITH ANOTHER PLAYER (WHEN PLAYING OFFENSE)**

	<u>Player with ball</u>	<u>Player without ball</u>
“+”	Dribble	Move
A		Select player to control
B	Pass/Throw in	Rebound/Jump
X	Alley-oop/pass	
Y	Shoot	

\*You normally pass to the other player controlling a teammate.

All the button settings in this manual are Beginner's Level (A type) settings. You can change these settings at the Option screen.

### **FREE THROWS (NOT INCLUDED IN ARCADE MODE)**

If you're fouled when you are shooting, you get a free throw.

Keep your eye on the cursor position, and press the Shoot (Y) button to determine power and direction and make your shot. Press the Y button when the cursor is in the center of the gauge (it will be blue) to insure a good shot.

## **PLAYER CHANGE (NOT INCLUDED IN ARCADE MODE)**

During a game, when you are on offense, you can call time-out to change players by pressing the Start button (up to 8 times per game).

## **INSTANT REPLAY**

The best shots of the game will be automatically replayed for you on screen. Press A, B, X, or Y to cancel.

## **SHOOTING TECHNIQUE**

The height of your shots depends on how long you hold down the Shoot button. The higher and closer to the basket you are when you press the Shoot button, the more likely it is that you'll hit your shot.

- **Dunk:** Get close to the basket, hold the Control Pad towards it and press the Shoot (Y) button. (This may change into a lay-up shot.)
- **Fade away shot:** Hold down the Control Pad in the opposite direction of the basket and press the Shoot (Y) button.
- **Double clutch:** Tap the Shoot (Y) button again when you are dunking.
- **Alley-oop:** Press the Alley-oop (X) button when the player you are passing the ball to is under the goal.
- **Rebound dunk:** Carefully coordinate your timing for this power move! When the ball bounces off the backboard, press the Rebound (B) button.
- **Fake:** Tap the Shoot (Y) button lightly.



## STARTING THE GAME

Correctly insert the game pak into your Super NES and turn the power switch on. When using the Multi-Tap™, be sure to connect it to the Super NES into control port 2 before turning the power on.

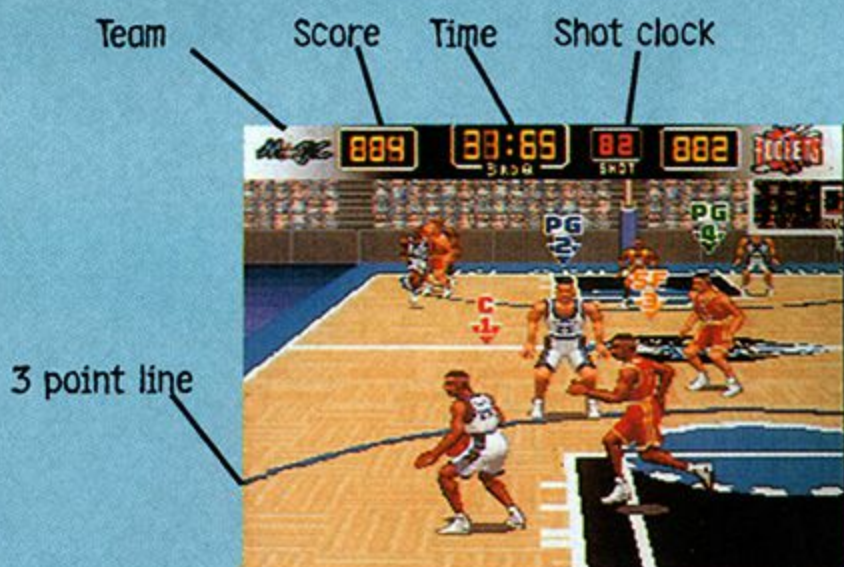
Press the Start button at the Title screen to move to the Mode Select screen. Choose a mode with the Control Pad and press the A button to continue.

- **Arcade** (see page 12) Based on Konami's arcade game, this mode emphasizes speed and thrilling game-play.
- **Exhibition** (see page 13) A one-game mode.
- **Playoffs** (see page 14) Experience all the thrills of the NBA playoffs and finals! You can choose the teams yourself or have them chosen randomly by the computer.



- **Season** (see page 15) In this mode you play a regular season of eighty-two NBA games, playoffs and finals. You can change the number of regular season games (and the playoff type) if you wish.
- **Team Edit mode** (see page 16) Trade players amongst the twenty-seven NBA teams. You can also make your own all-star and original teams.
- **Option mode** (see page 17) Change the button settings of your controller, rules, difficulty level, and sound settings.

## GAME SCREEN



**24-second shot clock:** Shows the time limit for shooting. If you take too long to shoot, it is counted as a shot clock violation, and the opposing team gets possession of the ball.

# PASSWORDS

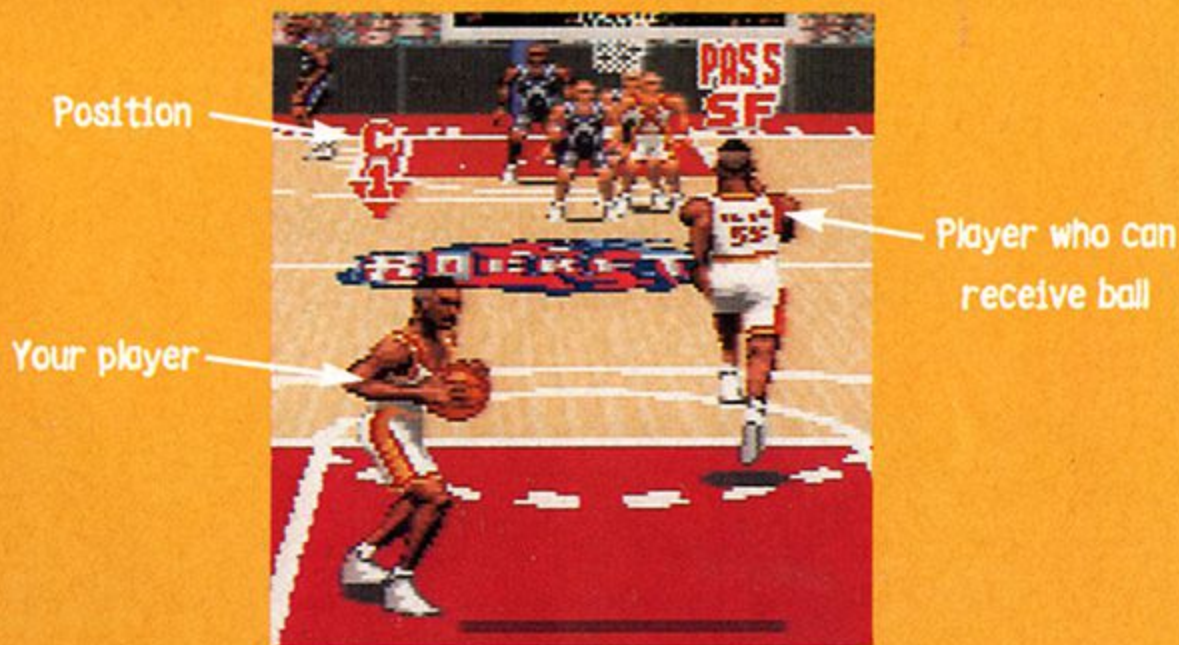
In Playoff and Season modes, you can use passwords to re-access game data. Make a note of passwords that appear at the end of games. You can then continue playing from there the next time you play.

## INPUTTING A PASSWORD

- L/R buttons     Select input location
- Control Pad     Select letters to input
- A button         Set password
- B button         Exit the password screen

When you've set the password correctly and selected END, the game will begin.

(Note: The passwords can be very long, as they ensure that all your settings are saved for the next play session. Be careful when entering the codes!)



## ARCADE MODE

An exciting, fast-paced game mode with no fouls; based on our arcade game.

1) **PLAYER SETUP:** Select the number of players.

1P VS COM

1P vs. 2P

1P & 2P VS COM

1P & 2P VS 3P

1P & 2P VS 3P & 4P

2) **THE PLAYOFFS:** If you choose to play against the computer, you will be able to select a team in the playoffs to control. After your selection, the game begins!

3) **TEAM & COURT:** If you choose to play against a human opponent, then you will both be able to select a team to control. You can also select where the game will be played. After you select your teams and court, the game begins!

- \* There are no lay-ups, so all players can dunk.
- \* Time-outs cannot be called, and no player changes can be made.
- \* The only violations are shot clock violations and out-of-bounds.

## EXHIBITION

In this mode you play only one game. Both players (in 2P mode) can select the same team, if they wish.

- 1) PLAYER SETUP: Select the number of players.
- 2) TEAM & COURT: Select your team and court.

After the substitution screen, the game begins!

### PLAYER CHANGES

You can substitute players before the start of the game. You can also change players during the game when you call a time out.

- \* Select OK to start the game.
- \* There is a star (☆) mark on each player which shows his condition. (No star: Bad condition, ☆: Average condition, ☆☆: Good condition. ☆☆☆: Excellent condition.)
- \* If you put a player in a position different from the position he normally plays, his ability decreases. (C=Center, F=Forward, G=Guard)
- \* During the game, you can check the substitution screen to see how many more times you can call time out and the number of fouls each player has gotten.
- \* A players stats are at the bottom of the screen. Use the cursor to highlight a player you want to change, then press the A button. Highlight another player (and compare their stats), then press the A button to finish the substitution, or B to cancel.

# PLAYOFFS

In this mode you play the playoffs and finals that take place after the regular season. In addition to the normal teams, you can also play an East/West All-Star team or an original team of your own creation.

1) GAME START: Play from the start.

PASSWORD: Play from where you last left off. After you input the correct password, the game begins!

2) PLAYER SETUP: Set the number of players on your team.

3) PLAYOFFS SETUP: Select which teams will play and the number of games.

1995 PLAYOFFS: The 1995 NBA playoff teams.

RANDOM: The computer selects teams randomly.

CUSTOM: You select the teams.

\* GAMES: Select the number of games for each series.

4) CUSTOM: Select 8 teams from each conference to compete in the Finals. Highlight the bracket you want to fill and press the A button. Choose the team you want to fill that spot, then press A again.

5) THE 1995 PLAYOFFS and RANDOM: Select your team.

6) TONIGHT'S MATCH UPS: Choose your game from the games scheduled for that day. After the Substitution screen, the game begins!

\* A password is displayed at the end of each game.

## **SEASON MODE**

This mode recreates the eighty-two games of the NBA regular season, the playoffs, and the finals. If you are one of the top eight teams at the end of the season, you go into the playoffs.

- 1) **GAME START:** Play from the start.  
**PASSWORD:** Play from where you last left off. After you input the correct password, the game begins!
  - 2) **PLAYER SET UP:** Set the number of players for the season. In multi-player seasons, game schedules do not advance until all players have completed their current games.
  - 3) **GAME SET UP:** Select the number of games in the season and playoffs.
  - 4) **TEAMS SELECT:** Select your team. (You can't play an All-Star or original team in this mode.)
  - 5) **TONIGHT'S MATCH UPS:** Choose your game from the games scheduled for that day. After the Substitution screen, the game begins!
- \* A password is displayed at the end of each game.

## TEAM EDIT

Trade players between the twenty-seven teams to create an original team of your own. (This team data will be lost when you turn the power to your SNES off.)

### CONTROLS:

Control Pad: Select item

A button: Set (Move to next screen)

B button: Cancel (Return to previous screen)

- \* **TRADE PLAYERS:** Trade players among the 27 teams.
- \* **ORIGINAL TEAM:** Choose players from among the 27 teams to create a custom team of your own. (You cannot use the same player twice on the same team.)
- \* To trade or edit, first highlight the player you wish to trade and press the A button. Next, highlight the player you wish to move, then press A again to complete the transaction.
- \* **ALL-STAR TEAMS:** Choose players from among all the conference teams to create an original team of your own. (You cannot use the same player twice on the same team.)



# OPTIONS

## CONFIGURATIONS

Change the button settings of your controller and game settings to one of eight different predetermined styles. You can change the configuration for each of up to four players.

## RULES & DIFFICULTY

Change the rules and other game settings.

- \* **Level:** Change the difficulty level of the game when playing against the computer: 1=Easy, 3=Hard.
- \* **Time:** Select 2, 4 or 6 minute quarters.
- \* **Game mode:** (ON: Settings on, OFF: Settings off)
  - ARCADE: No fouls. No rules. Just the replay feature.
  - SIM: Turns all rules on automatically.
  - CUSTOM: Set the rule system yourself.

## SOUND

- \* **COMMENTATOR:** Turn the game commentary ON or OFF
- \* **STEREO/MONO:** Choose stereo or mono sound.

## **FOULS & VIOLATIONS**

The following violations and fouls are observed in this game. You can change all settings (except for the shot clock violation and out-of-bounds) on the Options screen.

### **OFFENSIVE TEAM VIOLATIONS**

If the offensive team breaks any of the following rules they lose possession of the ball to the defensive team. The defensive team then gets the ball.

- \* 10 second violation: You must move into the opposing team's end of the court within 10 seconds.
- \* 5 second violation: You must inbound the ball within 5 seconds.
- \* 3 second violation: You cannot remain in the opposing team's goal zone (lane) for more than 3 seconds.
- \* Back court violation: A ball that has been brought into the opposing team's end of the court cannot be taken back to your end of the court.
- \* Shot clock violation: The offensive team must shoot within 24 seconds of receiving the ball. The shot clock is reset after a shot attempt hits the rim.
- \* Out of bounds: The ball must stay inside the court.

## **OFFENSIVE FOULS**

The offensive team must not intentionally have body contact with the defensive team when shooting. If there is body contact, the defensive team gets possession of the ball.

## **DEFENSIVE FOULS**

A defensive player mustn't forcibly block an offensive player when in the act of shooting. If he does, the offensive team is granted from 1 to 3 free throws, depending on the foul. If the shot goes in, the offensive team both scores points and is granted a free throw. If the shot doesn't go in, the offensive team is granted three free throws for a three point shot, and two free throws for other shots.



## **GOAL TENDING**

If a shot is blocked above the basket after the ball has started to drop downward, the goal will be scored even if the ball doesn't go in the basket.

## **GAME DATA**

Use this data to make intelligent trades and substitutions.

(This is how to read the data which is displayed at the end of a game, and the player and game data which is displayed when you make substitutions.)

### **DATA SCREEN CONTROLS (IN TEAM EDIT MODE)**

Use the L/R buttons to scroll through the two end columns of the team data lists.

A button: Move to next screen (Set)

B button: Return to previous screen (Cancel)

### **INDIVIDUAL PLAYER DATA (TEAM EDIT MODE & SUBSTITUTION SCREEN)**

No.: Player's number

POS.: Player's position

NAME: Player's name

FG%: Field goal percentage (not including free throws)

P/G: Average score per game

3FG%: Three point shot percentage

R/G: Average of rebounds per game

S/G: Average number of steals per game

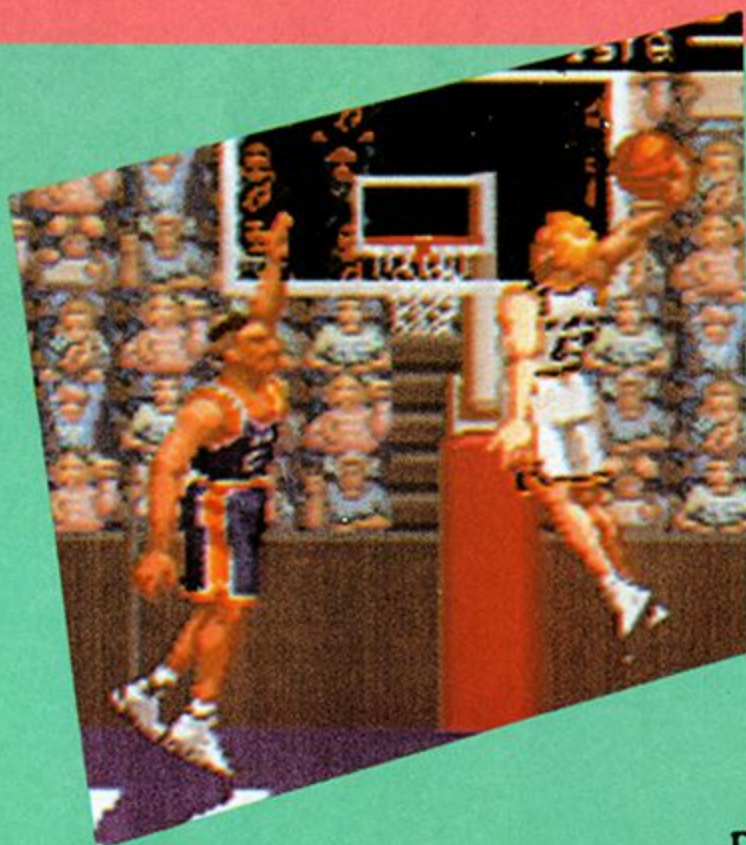
B/G: Average number of blocks per game

## **PERSONAL STANDINGS (STATS SHOWN DURING A GAME)**

PTS.:	Score
%:	Field goal percentage
REB.:	Number of rebounds
BLOCK SHOT:	Number of blocked shots
3PTS.:	Number of three point shots

## **TEAM STANDINGS (TEAM STATS FOR THE GAME)**

DUNKS:	Number of dunk shots
JUMPERS:	Number of jump shots
3PTS.:	Number of three point shots
%:	Field goal percentage
BLOCK SHOT:	Number of blocked shots
STEAL:	Number of steals



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## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this software and all the fine Konami products.

### KONAMI GAME HINT AND TIP LINE: 1-900-896-HINT (4468)

- ★ 85¢ per minute charge
- ★ \$1.15 per minute support from a game counselor
- ★ Touch tone phone required
- ★ Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 a.m. to 5:00 p.m. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your GIVE 'N GO game pak, try our Warranty Services number:

(708) 215-5111  
Konami (America) Inc.  
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Buffalo Grove, IL 60089

## ONLINE SUPPORT

Konami is available online from:

CompuServe: Click FIND then type **konami**. We are in the videogame publisher's forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and \$15 usage fee credit.

Reach us on the World Wide Web at:

[www.wtinet.com/wti/konami.htm](http://www.wtinet.com/wti/konami.htm)

E-mail us at: [76004.3530@compuserve.com](mailto:76004.3530@compuserve.com)

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